

The Claims

The claims are amended as follows:

1. (Currently Amended) An element ~~Element~~ such as a pawn (1) or a similar piece that can be moved on a game board comprising a dynamic display system, the game being electronically controlled, characterised in that ~~it~~ the element comprises a means (100, 102) of receiving game control information by wireless transmission, ~~and~~ a control means (112, 114) sensitive to the received information, wherein the element has its own address for reception of said received information, and a means (116) for animating the element controlled by the control means, wherein the element is powered by a rechargeable battery and the game board and the element comprise positions for recharging the rechargeable battery of the element.
2. (Cancelled)
3. (Previously Presented) Element according to claim 2, characterised in that the animating means (116) comprises a device selected from the group consisting of light sources, mechanical actuators, sound sources and vibration sources.
4. (Previously Presented) Element according to claim 3, characterised in that it also includes a detection means (117).
5. (Previously Presented) Element according to claim 4, characterised in that the detection means comprises an apparatus selected from the group consisting of optical sensors, mechanical sensors, electromagnetic sensors, sound sensors and vibration sensors.

6. (Cancelled)

7. (Cancelled)

8. (Previously Presented) An electronic ~~Electronic~~ game system, characterised in that it comprises:

an electronic game platform comprising a central unit, a memory, a dynamic display device capable of being placed in an essentially horizontal position, at least one input device for a user, and a means of transmitting information by wireless transmission, and

a plurality of pawns (**10**) that can be moved on the display device, each pawn including a means (**100, 102**) of receiving information by wireless transmission capable of communicating with said transmission means, a control means (**112, 114**) sensitive to the received information, and a means (**116**) of animating the pawns controlled by the control means, wherein each pawn has its own address for reception of said information, wherein each pawn is powered by a rechargeable battery, and the game platform and the pawns comprise positions for recharging the pawns' batteries.

9. (Previously Presented) System according to claim 8, characterised in that the means of animating the pawns comprise a device selected from the group consisting of light sources, mechanical actuators, sound sources and vibration sources.

10. (Cancelled)

11. (Cancelled)

12. (New) An electronic game system that comprises:

an electronic game platform having a central unit, a memory, a dynamic display device capable of being placed in an essentially horizontal position, at least one input device for a user, and a means of transmitting information by wireless transmission, and

a plurality of pawns (**10**) that can be moved on the display device, each pawn including a means (**100, 102**) of receiving information by wireless transmission capable of communicating with said transmission means, a control means (**112, 114**) sensitive to the received information, and a means (**116**) of animating the pawns controlled by the control means, wherein each pawn has its own address for reception of said information, wherein each pawn is powered by a rechargeable battery, and the platform and the pawns comprise positions for recharging the pawns' batteries.